

COUNTER RADIO (CONTROLLED IMPROVISED EXPLOSIVE DEVICE) ELECTRONIC WARFARE, INCREMENT 2 TRAINING DEVICE (CREW 2)

NSN 6910-01-565-1383

DVC 30-30/1 Counter Radio (Controlled Improvised Explosive Device) Electronic Warfare, Increment 2 Training Device (CREW 2, 433MHz)

Primary Unit



Remote Control Unit

**Training Category/Level Utilized:**

Military Intelligence/Level 3

Logistic Responsible Command, Service, or Agency:

PEO STRI

Source and Method of Obtaining:

Available through local TSC

Purpose of Trainer:

Provides realistic training in the use of current electronic countermeasures (ECM) equipment in respect to an adaptive threat and the potential impacts of radio frequency (RF) emitters on C2 systems equipment.

Functional Description:

DVC 30-30 provides a training simulator that looks, feels, and operates like the current ECM equipment fielded to operational units for protection against Radio-Controlled Improvised Explosive Devices (RCIED) with the exception that the Radio Frequency (RF) environment and emissions will reside in a virtual environment so as best to recreate battlefield conditions.

Physical Information:

Unit Dimensions: 13" x 16" x 12.5",

Weight: 58.4 lb. with Mounting Tray.

Remote Control Unit Dimensions: 11" x 7.5" x 3.5", Weight: 2.8 lb.

Equipment Required, Not Supplied:

Primary Unit and Remote Control Unit: Mounted with commercial fasteners.

Special Installation Requirements:

Primary Unit: Mounted within an "A" kit enclosure on vehicle.

Remote Control Unit: Mounted in right-front seat area of vehicle.

Power Requirements:

Primary and Remote Control Unit: 24V vehicle power.

Applicable Publications:

Operators Manual: 11-6920-702-10
System Maintenance Manual: 11-6920-702-24&P

Reference Publications:

None

Training Requirements Supported:

Individual Training: Any MOS with a mission requirement to operate a vehicle in an environment where the Radio Controlled Improvised Explosive Device threat is likely. Operators may also include military civilians and contractors.